

AMENDMENTS TO THE CLAIMS

Kindly replace the claims as follows.

1. (Currently amended) A method comprising the steps of:

receiving at a computer from a player choices a plurality of races chosen by the player
from among races at an event having a plurality of horse races, the computer permitting the
player to choose races of the player's own choosing and permitted by the computer to be non-
consecutive, and allowing the [[a]] player to choose winners of each of the chosen [[a]] plurality
of the event's races to be included in a unified wager ~~the choices available to the player~~
~~permitting the player to choose horses in [[a]] non-consecutive plurality of races from among the~~
~~event's races~~; and

at the computer, computing payment to ~~paying~~ the player if a number of the selected
winners within the unified wager win corresponding chosen races.

2. (Previously presented) The method of claim 1 wherein:

the player indicates multiple horses for at least one race of the event.

3. (Previously presented) The method of claim 1 wherein:

the choices available to the player permit the player to choose horses in five non-
consecutive races.

4. (Previously presented) The method of claim 1 wherein:

the player's unified wager pays only if all of the selected horses win corresponding
chosen races.

5. (Previously presented) The method of claim 1 wherein:

the player's unified wager pays if fewer than all selected horses win their races.

6. (Currently amended) A method performed by a player to wager on horse racing, comprising the steps of:

at a computer input device, choosing a plurality of races chosen by the player from among races at an event having a plurality of horse races, the computer permitting the player to choose races of the player's own choosing and permitted by the computer to be non-consecutive, and selecting one or more horses in each of the chosen [[a]] plurality of event races to be included in a unified wager, the choices available to the player permitting the player to choose horses in a non-consecutive plurality of chosen races from among event races to form the unified wager; and

receiving a payout if a number of selected horses within the unified wager perform consistent with the unified wager in corresponding chosen races.

7. (Previously presented) The method of claim 6 further comprising the step of:
receiving from the player a bet on multiple contestants for a single contest.

8. (Previously presented) The method of wagering on horse races of claim 6 further comprising the step of:

paying the player if at least one of the selected contestants places in a corresponding selected event contest.

9. (Currently amended) A computer assisted method, comprising the steps of:
receiving at a computer from each of a plurality of players respective selections of pluralities of races from among the races at a racing event, the selected races chosen by each respective player, and receiving at the computer the respective players' predicted winners for each of the respective [[[a]] pluralities [[y]] of races at the racing event, the selections available to each player permitting the player to choose horses in a non-consecutive plurality of races chosen by the players from among the event's races, the selections of each player included in respective unified respective wagers corresponding to respective players;

receiving from each of the plurality of players a bet associated with the wager corresponding to that player;

pooling at least a portion of each bet to form a pool;

receiving results from races within the racing event;

identifying a set of winning players from the plurality of players by determining which of one or more players of the plurality of players correctly selected predicted winners in their respective selections; and

sending at least a portion of the pool to one or more identified winning players.

10. (Previously presented) The computer assisted method of claim 9 wherein:
the selection of races and predicted winners is associated with a game card.

11. (Previously presented) The computer assisted method of claim 10 wherein:
the number of races that must be selected by each player is established by a sponsor of the wagering system.

12. (Previously presented) The computer assisted method of claim 9 wherein:
the players are further provided the opportunity to indicate multiple horses for at least one race.

13. (Previously presented) The computer assisted method of claim 9 wherein:
for at least one player of the plurality of players the first selection of races is a subset of nonconsecutive races.

14. (Previously presented) The computer assisted method of claim 9, wherein:
the players respectively select a single horse for each selected race.

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15. (Currently amended) A method comprising the steps of:

at a computer, receiving from a user a selection of a plurality of event contests from among the plurality of contests within an event, and a selection of contestants in each of the selected [[a]] plurality of the event's contests, and establishing a unified wager based on the outcome of the selected contestants in the selected contests, the selections available to the user include selecting ~~contestants from a non-consecutive plurality of contests within the event~~, at the choice of the user, and contestants within the selected contests; and

at the computer, computing payment to paying the user a winning on the unified wager based on the performance of the selected contestants in the selected contests.

16. (Previously presented) The method of claim 15 further comprising the step of:
receiving from the user a bet on multiple contestants for a single contest.

17. (Previously presented) The method of claim 15 further comprising paying the user if a predetermined number of the selected contestants wins a corresponding selected event contest.

18-21. (Canceled)

22. (Previously presented) The method of claim 15 wherein:
the user's unified wager pays if fewer than all selected contestants win their respective contests in the event.

23. (Currently amended) The method of claim 15 further comprising the step of:
after one or more contests are decided, receiving a further unified wager based on selection of a second plurality of event contests from among ~~on the terms of claim 15 from a user based on the remaining contests of the event~~, the second plurality selected by the user from among the remaining contests, and a second selection of contestants in each of the second selected plurality of the event's contests, the selections available to the user include selecting a

non-consecutive plurality of contests within the event, and establishing a second unified wager based on the outcome of the second selection of contestants.

24. (Previously presented) The method of claim 15 further comprising:
paying the user if at least one of the selected contestants places in a corresponding selected event contest.

25. (Currently amended) An apparatus comprising:
a processor having an interface operable to:
receive from a user a selection of a non-consecutive plurality of contests from among the contests at an event, and contestants in each of the chosen non-consecutive [[a]] plurality of contests ~~at the event~~, the interface permitting the user to select contestants in a non-consecutive plurality of contests from among the event contests on which to wager, the selected contestants forming a unified wager; and
the processor being further operable to determine whether the unified wager is a winning wager, based at least in part on a number of the selected contestants that win the corresponding selected event contests.

26. (Previously presented) The apparatus of claim 25, the interface further operable to receive from the user a bet on the selected contestants.

27. (Currently amended) ~~A Logic embodied in a computer readable medium~~ having embedded thereon one or more programs operable ~~the logic comprising code operable to cause a computer to:~~

receive from a user a selection from among the plurality of contestants in contests at an event, a selection of contestants in each of several contests within an event, the selection available to the user including selecting contestants from a non-consecutive plurality of contests within the event to form a unified wager; and

determine whether the user is a winner, based on a number of selected contestants within a unified wager won the corresponding selected event contests.

28. (Previously presented) The logic of claim 27, further comprising code operable to receive from the user a bet on the selected contestants.

29. (Previously presented) The method of claim 6 further comprising the step of:
placing a bet on the selected winners.

30. (Currently amended) A method comprising the steps of:
receiving at a computer a first wager associated with a first player, wherein the first wager identifies ~~a winner for each of~~ a first plurality of event contests selected by the first player from among the contests at the event, a predicted winner in each of the first plurality of selected contests, and a first wager amount, the choices available to the first player including choosing ~~winners of~~ a non-consecutive plurality of contests from among the contests of the event, and winners of those contests to form a first unified wager;

receiving at the computer a second wager associated with a second player, wherein the second wager identifies ~~a winner for each of~~ a second plurality of event contests selected by the second player from among the contests at the event, a predicted winner in each of the second plurality of selected contests, and a second wager amount, the choices available to the second player including choosing ~~winners of~~ a non-consecutive plurality of contests from among the contests of the event, and winners of those contests, to form a second unified wager;

adding the first wager amount and the second wager amount to a betting pool; and

determining at least one winning player for the pool, based at least in part on correct identification of winners for each of the event contests selected by that player within that player's unified wager.

31. (Previously presented) The method of claim 30, wherein:
at least one of the event contests selected by the first player is not included in the plurality of event contests selected by the second player.

32. (Previously presented) The method of claim 30, wherein:
the first player selects contest winners after completion of the first contest of the event.

33. (Previously presented) The method of claim 30, further comprising the step of:
receiving a third wager associated with a third player after an event contest in one of the first plurality of event contests and the second plurality of event contests has begun, wherein the third wager identifies a third plurality of winners for each of the third plurality of event contests, and a third wager amount.

34. (Previously presented) The method of claim 30, further comprising calculating a payout amount for the at least one winning player based on a total of the betting pool.

35. (Previously presented) The method of claim 34, further comprising initiating a payout of the payout amount to the at least one winning player.

36. (Previously presented) The computer assisted method of claim 9 further comprising the step of:
receiving an additional wager associated with an additional player after a race of the racing event has begun, wherein the additional wager identifies an additional plurality of winners for an additional plurality of the races at the racing event, and an additional wager amount.

37. (Currently amended) The method of claim 1, further comprising the steps of:
receiving at the computer from each of a plurality of players respective selections of predicted winners for each of a plurality of races at the racing event the selections available to each player permitting the player to choose horses in a non-consecutive plurality of races from

among the event's races, the selections of each player included in respective unified respective wagers corresponding to respective players, the computer permitting players to choose different races from each other;

receiving from each of the plurality of players a bet associated with the wager corresponding to that player;

pooling at least a portion of each bet to form a pool;

receiving results from races within the racing event;

identifying a set of winning players from the plurality of players by determining which of one or more players of the plurality of players correctly selected predicted winners in their respective selections; and

sending at least a portion of the pool to one or more identified winning players.

38. (Previously presented) The method of claim 1, further comprising the steps of:

receiving the wager, being a first wager, associated with the player, being a first player, wherein the first wager identifies a winner for each of a first plurality of event contests selected by the first player, and a first wager amount, the choices available to the first player including choosing winners of a non-consecutive plurality of contests from among the contests of the event to form the first unified wager;

receiving a second wager associated with a second player, wherein the second wager identifies a winner for each of a second plurality of event contests selected by the second player, and a second wager amount, the choices available to the second player including choosing winners of a non-consecutive plurality of contests from among the contests of the event to form a second unified wager;

adding the first wager amount and the second wager amount to a betting pool; and

determining at least one winning player for the pool, based at least in part on correct identification of winners for each of the event contests selected by that player within that player's unified wager;

the paying of the player being based at least in part on the determining step.